

CLAIMS

1. A method for conducting a plurality of game sessions, the method comprising acts of:
providing for, in at least one of at least two of the plurality of game sessions, a wagering
game of chance; and
5 providing for an entry of at least one player in at least one of a plurality of game sessions,
wherein the act of providing for an entry includes an act of providing for a subscription of the at
least one player to the at least two of the plurality of game sessions.
2. The method according to claim 1, wherein the wagering game of chance further comprises
10 performing acts of:
determining, for the at least one player, the at least one game card having a pattern;
determining, during a game session, a winning pattern;
drawing winning cell content from a predetermined set of cell content;
determining if, for the at least one player, whether the pattern of cell content on the game
15 card matching the drawn winning cell content makes a pattern matching the winning pattern; and
if so, determining a payout.
3. The method according to claim 2, wherein the act of determining the payout includes an
act of determining the payout based upon fixed odds of winning.
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4. The method according to claim 1, wherein the at least two of the plurality of game sessions
are consecutive.
5. The method according to claim 1, further comprising an act of providing for payment,
25 prior to a conducting of the at least two of the plurality of game sessions, for the subscription of
the at least one player to the at least two of the plurality of game sessions.
6. The method according to claim 1, further comprising an act of conducting the wagering
game of chance over a communication network.

7. The method according to claim 1, wherein the act of determining a payout includes determining, from a predetermined payout table, a payout to the at least one player.

8. The method according to claim 1, wherein the wagering game of chance includes odds of winning that are fixed.

9. The method according to claim 1, wherein the wagering game of chance includes odds of winning that are not fixed.

10. A wagering game of chance wherein a game player subscribes to play multiple game sessions.

11. A game according to claim 10, wherein the subscription is to play consecutive games.

12. A game according to claim 10, wherein the player may automatically renew the subscription.

13. A game according to claim 10, wherein the player pays to subscribe with money or loyalty points.

14. A game according to claim 12, wherein the player pays to subscribe by cash, debit or credit card, account credit or loyalty program credit.

15. A wagering game of chance of claim 10, wherein the game is available on a network.

16. A wagering game of chance of claim 15, wherein the network is a cable system, the internet, or wireless.

17. A wagering game of chance of claim 10, wherein the cells of each game card of each game piece played by the subscribing player contain content chosen randomly by a computer from a predetermined set of cell content.

5 18. A wagering game of chance of claim 17, wherein new game cards are chosen randomly by a computer every game session for the subscribing player.

19. A computer-readable medium having computer-readable signals stored thereon that define instructions that, as a result of being executed by a computer, instruct the computer to perform a
10 method for conducting a plurality of game sessions, the method comprising acts of:

providing for, in at least one of at least two of the plurality of game sessions, a wagering game of chance; and

providing for an entry of at least one player in at least one of a plurality of game sessions, wherein the act of providing for an entry includes an act of providing for a subscription of the at
15 least one player to the at least two of the plurality of game sessions.

20. The computer-readable medium according to claim 19, wherein the wagering game of chance further comprises performing acts of:

determining, for the at least one player, the at least one game card having a pattern;

20 determining, during a game session, a winning pattern;

drawing winning cell content from a predetermined set of cell content;

determining if, for the at least one player, whether the pattern of cell content on the game card matching the drawn winning cell content makes a pattern matching the winning pattern; and
if so, determining a payout.

25 21. The computer-readable medium according to claim 20, wherein the act of determining the payout includes an act of determining the payout based upon a fixed odds of winning.

22. The computer-readable medium according to claim 19, wherein the at least two of the
30 plurality of game sessions are consecutive.

23. The computer-readable medium according to claim 19, wherein the method further comprises an act of providing for payment, prior to a conducting of the at least two of the plurality of game sessions, for the subscription of the at least one player to the at least two of the plurality
5 of game sessions.

24. The computer-readable medium according to claim 19, wherein the method further comprises an act of conducting the wagering game of chance over a communication network.

10 25. The computer-readable medium according to claim 19, wherein the act of determining a payout includes determining, from a predetermined payout table, a payout to the at least one player.